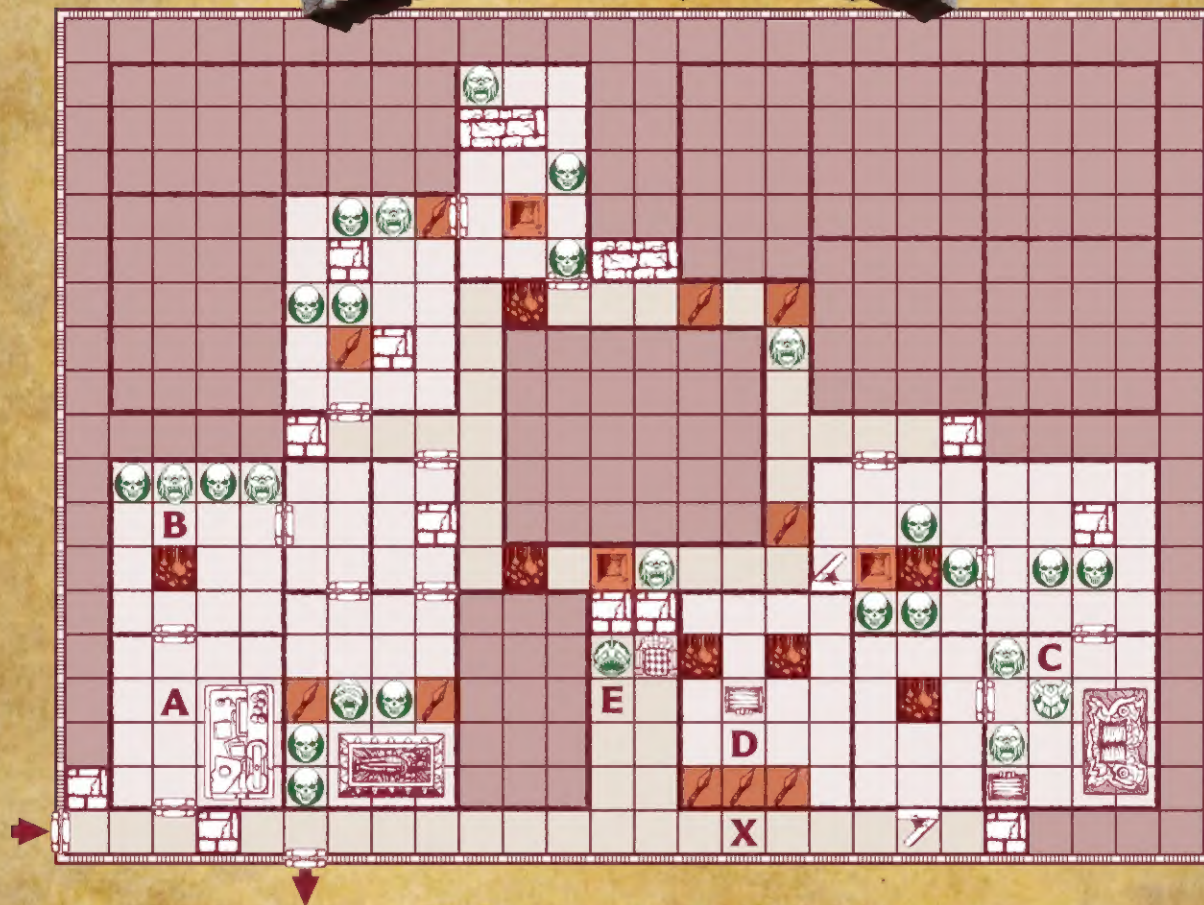


HERO QUEST



ONLINE QUEST 01

Forsaken Tunnels of Xor-Xel

Mentor speaks with a hurried urgency "My friends, Zargon's forces have collapsed our pathway through the World's End Mountains. No time can be spared to look for a safer route as the King is in mortal peril. There are long forgotten tunnels that also lead to the Great Gate, but It is a most treacherous path.

Long ago, our greatest wizards sealed a terrible evil in those tunnels. I can hold these protective wards long enough for you to reach the Great Gate, but it will require all of my power to do so. You will need to find a way to exit the tunnels and I will meet you on the other end. Tread carefully heroes!"

NOTES

The tunnels of this quest are infused with darkness. A hero cannot see greater than 3 squares away from where they stand (this blocks line of sight). Do not place game elements on the map until a hero can see them however monsters in rooms with open doors are active. Additionally, the traps in this place are so well hidden that any hero who searches for traps finds only one trap - the one closest to them. A hero fails to find traps they cannot see.

A. "Your torchlight does little to illuminate the darkness in this blasted place. You can just make out a table in which someone (or some thing) is working to unmake the magic barring shut the doorway to the tunnels. A wail in the distance alerts you to the peril ahead."

B. Read when the monsters are revealed, "Out of the darkness shambles forth what was once orcs and goblins... now cursed by Dread magic to hunger for flesh of the living!"

C. A skeletal warrior clad in armor and robes looks up from a sinister tome. "Fools. I might have been trapped here forever but you have brought just what I need to break the enchantment on the doors holding me here. Your lives." Xor-Xel knows the Dread spell Summon Undead. The first Hero to search for treasure will find 50 gold coins in the treasure chest.

D. The first Hero to search for treasure will find 250 gold coins in the treasure chest locked away in this forgotten antechamber.

E. This monster does not activate until a hero passes X. Read when the monster is revealed, "A foul stench assaults your senses, and a terrifying gurggle of rage heralds the emergence of The Thing Below. This horrific abomination drips black ichor from its gaping maw and sword-sharp talons. The giant monstrosity lumbers forward to end your lives before you can exit its accursed labyrinth."

THE THING BELOW:

MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	5	5	4	1

Wandering Monster in this Quest: 2 Skeletons

